

**i-GUIDE**  
**OFFICIAL**

CRIB SHEETS

# QUICK HINTS

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VERSION 1.0



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**NET**

## MORTAL KOMBAT<sup>®</sup> DECEPTION



**FUNimation**  
Productions, Ltd.



**MIDWAY**



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## WHAT'S AN IGUIDE?

iGuides are revolutionary new interactive strategy guides on DVD video, featuring full-video walkthroughs, expert gameplay tips, hidden characters and arenas, and packed with awesome bonus content. iGuides are next-gen guides for next-gen games.

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We recommend that you view the video tutorials on the iGuide DVD before using these crib sheets. In this document you'll find comprehensive quick hints covering everything from fighting strategies to Puzzle Kombat, a complete moves list for each character, and a guide to all the unlockable moves kept secret in The Krypt. You can also print these tips out to have while gaming and watching the iGuide for the ultimate experience.

To get the latest, hottest, updated crib sheets and access to even more Mortal Kombat: Deception tips and secrets, log on to [www.iguides.net](http://www.iguides.net)!

#### QUICK HINTS

**Do you want to walk along the path towards being a master komatant? Well for starters, you should follow our quick hints. Keep these strategies in mind while fighting your way through Mortal Kombat: Deception.**

#### KNOW THE BASICS

Sure you want to jump into battle on the offensive, arms and legs flailing, but think again: you won't get very far without blocking. Play defensively and look for an opening, then hit him back hard.

Each komatant in the game uses three separate fighting styles, including a weapon of their choosing. Keep in mind that the weapon has longer range than your arms alone.

Many of the big, multi-tiered komat arenas in the game have unique death traps that will end the fight instantly. Use them on your enemy before your enemy uses them on you!

Keep your eye on the three indicator lights at the top of the screen. Red means you can't block because you're attacking, blue means you can't block because you're falling victim to a combo, and yellow means that you're standing near a death trap.



#### KNOW THE HUMAN MIND

Never forget: playing against a human being is different from fighting the game's A.I. Real people are adaptive and won't get fooled by the same tricks over and over—and most of them are smarter than your game console.

When fighting a human being, variety is critical. Enter into battle prepared by taking advantage of 'Practice Mode' to learn as many moves as you can.

One of the biggest differences between fighting human beings and fighting A.I. is that humans are much more offensive. Keep in mind that most people attack more and block a whole lot less.

#### KNOW THE DRAGON KING



Fighting Onaga, the Dragon King, is much different from fighting any other komatant. He's much bigger, and most of your attacks will have little effect. Avoid using long combos, or he'll just brush you away with his gigantic arm. Use short, quick combos and single hits instead.

Thankfully, your combo buster is still effective. Use it to knock him back when he starts bouncing you all over the arena.

Use your weapon to take off more damage with a single hit. It also gives you an extended reach so you can stay beyond his reach and avoid being thrown.

Check the outer edge of the arena and notice the six Kamidogu you collected in Konquest Mode. If you touch them they will crumble, causing the Dragon King to stumble briefly, leaving him vulnerable. Use this opportunity to take your best shot.



#### KNOW CHESS KOMBAT

A winning game starts at the character select screen, so pick your chess team wisely. iGuide field testing has shown the following to be the best way to select your team. Use your five best characters and assign them, starting with the best, as Grunts, Champion, Leader, Sorcerer and Shifter.

Go for the green power cells right when the game begins. Each power cell gives a +100 life bonus to the player that is occupying it, and a +25 bonus for everyone else on the team. If you control both power cells, everyone on your team gets two +25 bonuses.

If you're getting tired of having your opponent casting magic spells on you, do something about it. If you take out both his sorcerers, he won't have any more spells to play with.

Once you've started your advance, don't pull any punches. Since the game is over when the Leader is defeated, head on over and attack right away.



#### KNOW PUZZLE KOMBAT

Every time you get rid of some bricks on your screen, they'll drop down on your opponent's screen, building his stack ever higher. But when you execute a combo by using your breakers to cause a chain reaction, the bricks that fall on your opponent's screen will be multiplied. Combos rule!

Though it can be hectic just dealing with the stack of bricks on your screen, don't forget to look at the box that shows what piece you're getting next. You can use this information to plan ahead and set up combos.

It might seem that the bricks your opponent sends over fall randomly on your screen, but they don't. Actually they fall in such a way that they'll always fill the lowest spaces left in your stack. Take this into account by building your stack unevenly, so that the bricks will fall conveniently in the spots you leave for them.

If you're lucky enough to have a clear spot at the bottom of your screen when you're given a black bomb piece to work with, drop it there. You'll get a 'bomb bonus' that causes your super meter to get charged a little faster.